

James Garner

☰ FULL STACK DEV ☁ AUTOMATION HERO 📊 DATA JUNKIE

✉ j@jada.io ☎ +44 113 314 1024 🌐 jada.io

🐦 @jadaradix 🐙 jadaradix 📧 jadaradix

🏠 5-6 Rufford Street, N1 0AP, London, UK

EMPLOYMENT HISTORY

JANUARY 2015 -
PRESENT 🏢 **The Client Relationship Consultancy LLP, London**

Full stack PHP and (Ext) JS developer. Developing speedy presentation generation via wkhtmltopdf to decommission legacy hardware. Automating backup imports. Upgrading internal systems such as Hatjitsu (node.js) for poker planning.

NOVEMBER 2014 -
PRESENT 🏢 **Relative Insight Ltd, Lancaster**

Data Scientist. Developing custom web scrapers for high profile websites (major alcohol brands, UK Universities and on-line forums). Developing the scrapers' text cleaning algorithm.

JUNE 2014 -
SEPTEMBER 2014 🏢 **DataCentred Ltd, MediaCityUK, Manchester**

Cloud Applications Engineer in a DevOps environment writing Ruby on Rails and AngularJS. Strong focus on continuous integration and performance. Created a customer facing web app which updated JIRA in real-time. Represented DataCentred at the Greater Manchester Data Dive and was described as "our awesome intern".

JUNE 2013 - MAY
2014 🏢 **NextWorldWeb Ltd, InfoLab21, Lancaster**

Moved custom sites to Object Orientated PHP (CakePHP), WordPress & CS-Cart frameworks. Automated WordPress theme creation from any site. Successful internship followed by private employment.

JANUARY 2007 -
JANUARY 2012 🏢 **jadaradix design + systems (Invisionsoft), Worldwide**

Full stack freelance consultancy for UK-wide clients including project management and growth strategy. Clients include Astute Motoring, HiFi Design, Timberland Sheds and The Nail Spa.

Developed 'DS Game Maker' IDE since 2007 in .NET and C (now open source). By age 17 I'd sold over 1,500 serial codes and 350 physical 'Homebrew Kits'. It was adopted at American summer camps and site licenses were sold to schools worldwide.

Engineered the complete cross platform/HTML5 game maker 'Dark Flow' (lead developer) on a team of 5. The games ran on PC via a .NET bytecode runner and the web/mobile devices via HTML5 code generation. Leveraged live customer behaviour data to drive sales conversions.

EXPERIENCE & SKILLS

SKILLS: ADVANCED
★★★★☆

▶ **node.js, Object-Oriented PHP, HTML5, Functional & isomorphic JavaScript**

.NET, Open Source project management, frontend tooling (Sass, Grunt, Browserify...)

SKILLS: PROFICIENT
★★★☆☆

▶ **RESTful API development, Python, Ruby on Rails, DevOps (CI, PaaS), C (ARM/Nintendo DS)**

Data visualization, web scraping, microservice architecture development

SOCIETY
LEADERSHIP

▶ **President**, The Computer Science Society (2014 — 2015).

▶ **Lüdenschaid-Brighthouse** Twin Town Society (Member, 2012 — present)

▶ **InterTech LGBT+ Diversity Forum** (Member and 'DO' hacker, 2014 — present)

LANGUAGES

🌐 **English** (Native)

🌐 **German** (Fluent)

FOR FUN

▶ Bell ringer, pianist, badminton player and collector of "I ♥ (...)" t-shirts. I exchange with Germany every year and I visited 6 countries in 2014. I love Europe!

EDUCATION



2:1 COMPUTER SCIENCE BSc (HONS)

2012 – 2015  **The University of Lancaster, UK**






- YEAR 3** Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced Internet & Mobile Applications; Media Coding & Processing; Security and Risk.
- YEAR 2** Operating Systems & Concurrency; HCI & Heuristics; Networking; Software Design; Professional Issues (Data Analysis, Legalities, Project Planning/Reporting); Functional Programming (Erlang/Python); Teamwork Android development.
- YEAR 1** Algorithms & Efficiency; Databases; Digital Systems (Mathematics, Assembly, Compiling, Debugging). I got a 1st.
- YEAR 1 (GERMAN STUDIES)** German 20th Century Culture, History, and Society; Researched Paper 'Die Folgen der Veränderung der deutschen Sprache' Grammar; Discussion.

PROFESSIONAL DEVELOPMENT

TALKS GIVEN

- NOVEMBER 2014**  **Nintendo DS Homebrew, 2014 Edition**
UNIVERSITY OF DUNDEE DunDDD conference. "Picking apart the retro Homebrew Scene and demonstrating writing Nintendo DS homebrew live."
- JANUARY 2014**  **Facebook Data Analysis**
UNIVERSITY OF LANCASTER "What does your Facebook say about you? I will show how we can leverage the power of Computer Science to learn about our own everyday on-line interactions."

CONFERENCES, HACKATHONS & NETWORKING

- NOVEMBER 2014**  **Startup Weekend 2014**
First Prize winners (unlimited free SpacePortX access). Developed a one line JS plug-in for reputation based comments, quantifying personality to eliminate trolls. Team of 4.
- JULY 2014**  **Greater Manchester Data Dive**
Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights that could aid the local community via statistical analysis and heatmapping. Team of ~8.
- APRIL 2014**  **InfoLab21 Showcase (The University of Lancaster)**
Presented my research "Geosocial Networking Security and Facebook Semantic Analysis" (via poster) alongside PhD students, looking at the reverse engineering of Grindr ('Stalkr') to automatically find users' locations. Wrote an linguistics framework for analysing Facebook archives to create a common private social graph.
- MARCH 2014**  **Hack Smart Streets 2014 (The University of Lancaster)**
'Most Commercially Viable' Prize winners (£1000). Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm. Team of 4.
- AUGUST 2013**  **LeedsHack 2013**
First Prize winners (4 Apple TVs). Developed HTML5 mobile augmented reality game 'Pacman City'. Team of 3.
- MORE...** "InterTech and Google Android: 'Be Together. Not The Same'" (Google). "Hey girl, let's talk about UX and Gender" (Skype). Manchester Bēhance Portfolio Review. LeedsHack 2012 (real-time Tower Defence game on Google Maps; Team of 3).